LISTING OF CLAIMS

- 1–34. (Cancelled)
- 35. (Previously Presented) A stereoscopic adaptation method comprising the steps of:

stereoscopically adapting video data source according to user preference information included in usage environment information; and outputting the adapted video data source.

- 36. (Previously Presented) The stereoscopic adaptation method as recited in claim 35, wherein the video data source includes contents metadata for describing video contents and information of the video contents.
- 37. (Previously Presented) The stereoscopic adaptation method as recited in claim 35, wherein the stereoscopic adaptation is converting two-dimensional video into three-dimensional stereoscopic video and the user preference information includes preferred parallax information.
- 38. (Previously Presented) The stereoscopic adaptation method as recited in claim 35, wherein the stereoscopic adaptation is converting two-dimensional video into three-dimensional stereoscopic video and the user preference information includes preferred information about maximum number of delayed frame.
- 39. (Previously Presented) The stereoscopic adaptation method as recited in claim 35, wherein the stereoscopic adaptation is converting two-dimensional video into three-dimensional stereoscopic video and the user preference information includes preferred information about three-dimensional depth range.
- 40. (Previously Presented) The stereoscopic adaptation method as recited in claim 39, wherein the depth range is a distance between a monitor screen and an object in three-dimensional video.

- 41. (Previously Presented) The stereoscopic adaptation method as recited in claim 35, wherein the stereoscopic adaptation is converting three-dimensional stereoscopic video into two-dimensional video and the user preference information includes preferred video information between left video and right video of the three-dimensional stereoscopic video.
- 42. (Previously Presented) The stereoscopic adaptation method as recited in claim 35, wherein the usage environment information includes capability information of a user terminal describing whether or not the user terminal is three-dimensional stereoscopic.
- 43. (Previously Presented) The stereoscopic adaptation method as recited in claim 35, wherein the usage environment information includes capability information of a user terminal describing decoding capability and rendering method of the user terminal.
- 44. (Previously Presented) The stereoscopic adaptation method as recited in claim 43, wherein the rendering method is classified into classification group including interlaced, sync-double, page-flipping, red-blue anaglyph, red-cyan anaglyph, or red-yellow anaglyph method.
- 45. (Previously Presented) A stereoscopic adaptation apparatus comprising: an adaptation means for stereoscopically adapting video data source according to user preference information included in usage environment information; and an outputting means for outputting the adapted video data source.
- 46. (Previously Presented) The stereoscopic adaptation apparatus as recited in claim 45, wherein the video data source includes contents metadata for describing video contents and information of the video contents.
- 47. (Previously Presented) The stereoscopic adaptation apparatus as recited in claim 45, wherein the stereoscopic adaptation is converting two-dimensional video into

three-dimensional stereoscopic video and the user preference information includes preferred parallax information.

- 48. (Previously Presented) The stereoscopic adaptation apparatus as recited in claim 45, wherein the stereoscopic adaptation is converting two-dimensional video into three-dimensional stereoscopic video and the user preference information includes preferred information about maximum number of delayed frame.
- 49. (Previously Presented) The stereoscopic adaptation apparatus as recited in claim 45, wherein the stereoscopic adaptation is converting two-dimensional video into three-dimensional stereoscopic video and the user preference information includes preferred information about three-dimensional depth range.
- 50. (Previously Presented) The stereoscopic adaptation apparatus as recited in claim 49, wherein the depth range is a distance between a monitor screen and an object in three-dimensional video.
- 51. (Previously Presented) The stereoscopic adaptation apparatus as recited in claim 45, wherein the stereoscopic adaptation is converting three-dimensional stereoscopic video into two-dimensional video and the user preference information includes preferred video information between left video and right video of the three-dimensional stereoscopic video.
- 52. (Previously Presented) The stereoscopic adaptation apparatus as recited in claim 45, wherein the usage environment information includes capability information of a user terminal describing whether or not the user terminal is three-dimensional stereoscopic.
- 53. (Previously Presented) The stereoscopic adaptation apparatus as recited in claim 45, wherein the usage environment information includes capability information of a user terminal describing decoding capability and rendering method of the user terminal.

- 54. (Previously Presented) The stereoscopic adaptation apparatus as recited in claim 53, wherein the rendering method is classified into classification group including interlaced, sync-double, page-flipping, red-blue analyph, red-cyan analyph, or red-yellow analyph method.
- 55. (Previously Presented) A computer readable storage medium containing instructions stored therein, which when executed by a machine cause the machine to perform operations comprising:

stereoscopically adapting video data source according to metadata, the metadata including usage environment information, the usage environment information including user preference information.

- 56. (Previously Presented) The computer readable storage medium as recited in claim 55, wherein the video data source includes contents metadata for describing video contents and information of the video contents.
- 57. (Previously Presented) The computer readable storage medium as recited in claim 55, wherein the stereoscopic adaptation is converting two-dimensional video into three-dimensional stereoscopic video and the user preference information includes preferred parallax information.
- 58. (Previously Presented) The computer readable storage medium as recited in claim 55, wherein the stereoscopic adaptation is converting two-dimensional video into three-dimensional stereoscopic video and the user preference information includes preferred information about maximum number of delayed frame.
- 59. (Previously Presented) The computer readable storage medium as recited in claim 55, wherein the stereoscopic adaptation is converting two-dimensional video into three-dimensional stereoscopic video and the user preference information includes preferred information about three-dimensional depth range.

- 60. (Previously Presented) The computer readable storage medium as recited in claim 59, wherein the depth range is a distance between a monitor screen and an object in three-dimensional video.
- 61. (Previously Presented) The computer readable storage medium as recited in claim 55, wherein the stereoscopic adaptation is converting three-dimensional stereoscopic video into two-dimensional video and the user preference information includes preferred video information between left video and right video of the three-dimensional stereoscopic video.
- 62. (Previously Presented) The computer readable storage medium as recited in claim 55, wherein the usage environment information includes capability information of a user terminal describing whether or not the user terminal is three-dimensional stereoscopic.
- 63. (Previously Presented) The computer readable storage medium as recited in claim 55, wherein the usage environment information includes capability information of a user terminal describing decoding capability and rendering method of the user terminal.
- 64. (Previously Presented) The computer readable storage medium as recited in claim 63, wherein the rendering method is classified into classification group including interlaced, sync-double, page-flipping, red-blue analyph, red-cyan analyph, or red-yellow analyph method.